

Claims

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Game playing apparatus for a plurality of players,
 the apparatus comprising: comparison means for
 comparing the performance of a task by a plurality
 of players and means for administering a
 disincentive to one or more of said players.

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9 2. Apparatus as claimed in Claim 1 further comprising
10 at least one contact element adapted to contact a
11 player, wherein the disincentive is a tangible
12 disincentive in the form of injury-free pain
13 administered via the at least one contact element.

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15 3. Apparatus as claimed in Claim 2 wherein the disincentive is a measured electric shock.

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18 4. Apparatus as claimed in Claim 2 or Claim 3 wherein 19 at least one contact element is provided for each 20 player.

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22 Apparatus for playing a competitive game between two 5. or more players, the apparatus comprising a 23 24 plurality of contact elements adapted to contact a 25 player, a plurality of player input devices adapted to measure a player's performance of a particular 26 27 physical task, comparison means for comparing the 28 relative performance of the players at said physical task, and means for administering a measured 29 electric shock to at least one player determined to 30 be less capable of the physical task. 31

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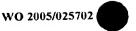
32

33 34

time.



13 Apparatus as claimed in any preceding Claim wherein 6. 1 the contact element comprises a handset to be held 2 by a player. 3 4 Apparatus as claimed in any preceding Claim wherein 5 7. the contact element includes an electrode for 6 administering a measured electric shock to a player. 7 8 Apparatus as claimed in any preceding Claim further 9 8. comprising means for setting a voltage at which an 10 electric shock is administered. 11 12 Apparatus as claimed in Claim 8 comprising means for 13 9. enabling a user to set a voltage at which an 14 electric shock is administered. 15 16 Apparatus as claimed in Claim 8 or Claim 9 17 10. comprising means for automatically setting a voltage 18 at which an electric shock is administered. 19 20 Apparatus as claimed in any preceding Claim 21 11. comprising a plurality of player input devices 22 operable to be activated by a player and to provide 23 a signal to the comparing means. 24 25 Apparatus as claimed in any preceding Claim wherein 12. 26 the player input devices are provided on the contact 27 elements. 28 29 13. Apparatus as claimed in any preceding Claim wherein 30 the apparatus includes a signal output device for 31 indicating a start signal to the players at a start



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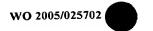
players.



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1	14.	Apparatus as claimed in Claim 13 wherein the signal
2		output device comprises a display.
3		
4	15.	Apparatus as claimed in Claim 13 or Claim 14 wherein
5		the signal output device comprises an audio device.
6		
7	16.	Apparatus as claimed in any preceding Claim wherein
.8		the apparatus is adapted to compare reaction time of
9	•	the players, wherein reaction time is defined as the
10		time elapsed between the start time and the
11		activation of input devices corresponding to the
12		players.
13		Now Olaim whomain
14	17.	• •
15		the apparatus is adapted to administer a measured
16		electric shock to a player determined as having a
17		longer reaction time than another player.
18		and the Claim who roin
19	18.	Apparatus as claimed in any preceding Claim wherein
20		the apparatus is be adapted to determine the longest
21		reaction time and administer a disincentive to the
22		player having the longest reaction time via the
23		corresponding contact element.
24		a the dia any proceeding Claim wherein
25		• •
26		the apparatus is be adapted to determine the shortest reaction time and administer a disincentive
27		
28		to the remaining players via the corresponding
29		contact elements.
30)	

20. Apparatus as claimed in any preceding Claim adapted

to administer a disincentive to a plurality of





A method of improving reaction time of individuals, 21. 1 comprising the steps of indicating a start time to a 2 plurality of individuals; comparing reaction time of 3 the individuals relative to one another, wherein 4 reaction time is defined as the time elapsed between 5 the start time and the activation of input devices 6 corresponding to the individuals, and administering 7 a measured electric shock to at least one individual 8 determined to have a longer reaction time relative 9 to at least one other individual. 10

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12 22. The method as claimed in Claim 21 comprising the 13 steps of determining the longest reaction time and 14 administering a measured electric shock to the 15 player having the longest reaction time.

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17 23. The method as claimed in Claim 21 or Claim 22
18 comprising the steps of determining the shortest
19 reaction time and administering a measured electric
20 shock to the remaining players.

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22 24. The method as claimed in any of Claims 21 to 23 23 comprising the step of administering a measured 24 electric shock to a plurality of players.

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26 25. The method as claimed in any of Claims 21 to 24
27 comprising the step of setting a voltage at which an
28 electric shock is administered.